



System Innovation for Mobility

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“System innovation for Mobility”, Abstract

The mobility system is an enabling system that allows human activities which are driven or influenced by many other societal systems (labour, education, production, spatial planning , tax etc.). Main sustainability problems are the high and still rising contribution to global warming, the increase of congestion and the still far too high number of road fatalities.

Results will be presented from the EU funded SCORE! (Sustainable Consumption Research Exchanges) project regarding the need area Mobility. Within the first phase of SCORE! different perspectives (business development, (sustainable) solution design, consumer behaviour and system innovation policy) were combined to analyse changes towards sustainable consumption in general. In a second phase three need areas (Mobility, Agro-Food, Housing/energy/electronics) were analysed from a system innovation perspective based on a number of real implemented cases of SCP.

Changes towards sustainability within the mobility system can happen in three main dimensions : human behaviour, vehicle technology and infrastructure. For Mobility the three main strategies are reduction of needs and wants, promoting the shift to more sustainable (collective) modes of mobility and promotion of the sustainability performance of all modes of mobility.

A system perspective will be presented including Meta trends and context factors, the mobility landscape, stabilising factors that hinder rapid change, destabilising factors that call for a change, windows of opportunity for different actors in the system. A number of concrete cases will be presented and their success and failure factors will be given. Within the Mobility system many lock-in situations exist and these should be taken into account for any effective change. The role of public authorities within the mobility system is very pluralistic as a regulator, as an operator, as a consumer, as a cashier of taxes and many more.